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ARTIST DESIGNER

Written By: HOWARD GANZ

In conjunction with Apple Computer, Inc.

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10260 Bandley Drive
Cupertino, California 95014
(408) 996-1010

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INTRODUCTION

ARTIST DESIGNER is a drawing system designed particularly for artists. It enables the production of irregular shapes, curves, and shading with random dots. The system operates in six colors and mixtures by alternating the basic colors in stripes or dots. The system reproduces stored designs by redrawing them step by step. This allows the observation of the drawing process and creates a performance art similar to movies.

ARTIST DESIGNER outputs on a color television and is written in UCSD PASCAL.

The main components of the system are as follows:

- A. A series of drawing procedures.
- B. Storage and retrieval procedures.
- C. Editing procedures.

This manual assumes that your Apple II system is correctly set up. If you're not sure that the system is ready to go, see Appendix A.

FIRST CHOICE MENU

After starting your Apple with ARTIST DESIGNER in disk drive one, the First Choice Menu will appear.

(S)EE SCREEN	(B)EGIN AGAIN
(D)RAW	(N)EW BACKGROUND
(R)EDRAW	(E)DIT
(K)EEP	(Q)UIT
(C)ONTINUE	

See Screen

Typing 'S' for See Screen displays the graphics screen, after which carriage return will return you to the text screen again. This option is used to study your design while deciding what drawing procedure to use.

Draw

See DRAW MENU.

Redraw

Typing 'R' for Redraw displays the Redraw Menu:

(P)ROGRAM DISK (O)THER DISK
(C)ONTINUOUS LOOP (Q)UIT

1. Program Disk

Typing 'P' for Program Disk lists the designs on the Program Disk and allows you to redraw these designs. You will be asked for the number of designs to be redrawn (up to 25) and their numbers. Press the carriage return after each of these choices. A stand by message is then displayed until the first design begins. All selected designs will be drawn successively with an eight second delay between them. After the last design is complete, pressing the carriage return will return you to the First Choice Menu.

If the design you are redrawing is already on the screen (because you were just working on it), you will see little of the redrawing action unless its first choice clears the screen.

2. Other Disk

Typing 'O' for Other Disk asks for the disk and file name you want to redraw from. Give the disk and file name without the endings '-NMS' or '-DTA'. The designs on the given disk (the disk named must be in the second disk drive) will be listed, and you can then choose the designs you want redrawn. You will be asked for the number of designs to be redrawn (up to 25) and their numbers. Press the carriage return after each of these choices. A stand-by message is then displayed until the first design begins. All selected designs will be drawn successively with an eight second delay between them. After the last design is complete, pressing the carriage return will return you to the First Choice Menu.

If you have only one disk drive, the other disk choice will not work. You will have to transfer the outside design file to the Program Disk to redraw the designs.

3. Continuous Loop

Typing 'C' for Continuous Loop will repeat all the designs in the list of designs that you select without stopping until you type 'I' for Interrupt. This allows a continuous and varied display of designs as long as you wish.

After Continuous Loop is set by typing 'C', you will still be in the Redraw Menu. Continue your choices for Redraw.

4. Quit

Typing 'Q' for Quit from the Redraw Menu will return you to the First Choice Menu.

Keep

After typing 'K' for Keep, you are asked to choose (P)rogram disk or (O)ther disk. Type 'P' or 'O'. Next, the names of the designs in storage (on the disk you asked for) will be displayed on the screen. You are then prompted for the name of your new design, and then the number location where you want it stored. Press-carriage return after each of these inputs. You will then see a stand-by message, after which the First Choice Menu will be displayed again. At this point, your design has been stored on the disk. There is ROOM for 16 designs on the program disk. You may add new number locations to continue the list. Use Keep as a method of updating your work so that you do not accidentally lose your design. Do this frequently as you are working. You can remove old designs by giving the same design number and writing over them. Be careful not to accidentally write over a design you want.

The names of your designs are stored in a file called 'ROOM1-NMS', and the data is stored in a file called 'ROOM1-DTA'. These files are on the Program Disk named 'MUSEUM'. Always be certain that file 'ROOM1-DTA' is the last one on the Program Disk. It expands as designs are added to it, and it will write over text files.

If you choose to keep your design on a disk separate from the Program Disk, you will be asked for the file name where you want to keep your design. Give the disk name and the file name for example 'ARC:ROOM3'. This file must have been previously created using program 'STARTMUS' furnished on your Program Disk, and it must be in the second disk drive when called. If you have only one disk drive, you can switch another disk for the Program Disk before you press the carriage return (when you have given the outside disk a name). The design will then be kept on the outside disk, after which you can return the Program Disk to the disk drive. Even though you can keep designs to an outside disk from a one disk system, to redraw them from a one disk system you will have to transfer them to the Program Disk with the PASCAL filer.

Program STARTMUS can be used to start new files for saving your designs. STARTMUS allows you to create files on any PASCAL formatted disk. Your designs can then be written to and read from these disks using the ARTIST DESIGNER program. You can save an unlimited number of designs on these separate disks. Also, if you remove files 'ROOM1-NMS' and 'ROOM1-DTA' from the main

program disk, you must create new files of those same names with the program STARTMUS.

To execute the program STARTMUS, type 'Q' from the First Choice Menu. This will put you in the command level of the PASCAL system. Type 'X' for execute, and then answer the prompt by typing 'STARTMUS', and press the carriage return. After you have made your file, press reset to get back to ARTIST DESIGNER.

In programs ARTIST DESIGNER and STARTMUS, when you give a file name, use the disk name then a ':', and then the file name. Do not add '-NMS' or '-DTA' as the programs add these for you and make one file for the design names and another file for the design data.

When you create a new file, use 12 characters or less including the disk and file name. Do not count the endings '-NMS' or '-DTA' which the program supplies.

The original disk names are created with the PASCAL filer.

Each design uses about 8 blocks of space. If there is less space than this on the disk, and you try to keep a design, you will lose the design. So when you're close to the end of the disk, use the PASCAL filer and see if you have 8 blocks left. The standard ARTIST DESIGNER Program Disk will hold 15 designs. A disk used only to store designs will hold 35 designs.

Continue

Typing 'C' for Continue immediately after Keep or Redraw will allow you to continue working on a saved design. You must get the message 'you may continue your design' after typing 'C', or your new work will not be saveable even though you see it on the screen. If you type 'C' at any other time, it will not work. Use Continue for continuing updated work.

Begin Again

Typing 'B' for Begin Again wipes out all previous choices and starts recording your new choices. The next choice you make will be the new first choice. If you type 'B' from the First Choice Menu without keeping your previous design, it will be lost! If your new design has no background choice so that it can be superimposed on another design, you will still need a temporary background. This can be achieved by choosing a new background, and then choosing Begin Again so that the background choice is not saved.

New Background

Typing 'N' for New Background displays the color choices on the screen. Choose the color you want for the background of your design. Mixed color choice does not work in this option. If you make no color choice for the background, your design could be superimposed on other designs later. If you choose a color for the background of your design, this color will always block out the screen when your design is redrawn.

Edit

See EDIT MENU.

Quit

Typing 'Q' will return you to the command level of the PASCAL system. If you do not keep your design and you type 'Q' at the First Choice Menu, your design will be lost.

Operating the drawing procedures, just like any performance instrument, requires a little practice to achieve proficiency. However, they are relatively simple and have been well tested by many artists and art students.

DRAW MENU

Typing 'D' for Draw will display the Draw Menu:

(C)URVELINE	(S)POT
(L)INESTITCH	(M)EMORY CHECK
(R)OUNDSHAPE	(W)AIT
(B)LOCK	(Q)UIT

Curveline

This procedure draws very beautiful curved lines by connecting a series of points which you place using the paddles.

After typing 'C' for Curveline from the Draw Menu, you are asked to choose a color, then the number of points (1 to 15) you wish to place, and then the general direction of the line (horizontal or vertical). Then press RETURN.

When you have completed the choices, there will be a cursor on the screen. Move it to where you wish to set a point and press button (1). This will set the first point. Continue and set all the points you have asked for. The points should advance continuously in the direction (h or v) that was previously chosen. If the series of points goes backwards at any point, the results will be interesting, but erratic. The whole series may be set in either direction. Setting only 2 points will give you a straight line. When the last point is set, the line will be drawn. Pressing RETURN will allow you to continue with more choices.

Note: The paddle controls will reverse when you change directions (after making the horizontal or vertical choice). If you then change the hands holding the paddles, they will still operate the same.

To return to the Draw Menu when prompted for the number of points, type '0' and press RETURN.

Linestitch

Linestitch allows you to steer a line of any width and color around the screen. It takes a little practice to become skilled with the controls, but it produces many varied effects and outputs rapidly when redrawn.

Typing 'L' for Linestich from the Draw Menu will first call for a color choice and then for a width choice (followed by RETURN).

After these choices find the cursor, and with the paddles, move it to the point where you wish to start your line. Then press button (1) and wait till you see a blinking cursor.

When button (1) is pressed, a line will be drawn from the starting point to the outer blinking cursor. The end of the line becomes the new starting point, and when button (1) is pressed again, another line or stitch is made. This chain of stitches can make a long continuous line.

Paddle (0) controls the length of each stitch (the radius). Paddle (1) controls the rotation (the degrees of rotation) of the end point cursor around the starting point. A line is drawn only when button (1) is pressed. The best practice seems to be to set the length of the stitch first, and then hold only paddle (1) from where you can then control the rotation and draw button. When first trying this procedure, practice controlling the rotation with paddle (1). Move the cursor to the left, to the right, and make it stop rotating. Only a small twist of the paddle is needed to make these adjustments. The rotation can be slowed to one degree at a time. The neutral setting which stops

the rotation is in the center of the dial. The extreme ends of the dial do not change the rotation anymore than a small twist. When you become sensitive to the controls, you will find it easy to steer the line around the screen.

When you are at the neutral setting of the dial, a tone sounds intermittently. This is the point at which straight lines can be drawn.

When you draw a thick line, the extra thickness will always be drawn to the inside of the curve. If you draw a figure eight, the thickness will jump from one side of the line to the other as the direction of the line changes.

Press button (0) to return to the Draw Menu.

Roundshape

Roundshape produces irregularly curved shapes which are colored in as they are drawn. It operates the same as Curveline except that the points are plotted in a circle and you needn't choose horizontal or vertical. It is an important procedure for producing an organic look. However, a perfect circle may be drawn by setting only two points and placing them one rotation apart.

Paddle (1) controls the distance of the point from the center of the shape (the radius), and paddle (0) controls the rotation (the degrees) of the point around the center. The point rotates around the center only one and a half times so be certain it is wound the direction you desire before you start setting the points (if you want to run the series of points all the way around the circle before you get to the end of the dial). You may set the points from either direction, but if you go backwards on a point in the series, you will get erratic results. Button (1) sets the points. After all points are set, the shape will be drawn. Pressing RETURN will allow you to continue with more choices.

Return to the Draw Menu by typing '0' when prompted for the number of points.

Block

This procedure allows the creation of any size and shape rectangle, and its placement anywhere on the screen.

The steps are as follows:

1. Size

When Block has been chosen from the Draw Menu, you are automatically in Size. Future choices of Size may be made from the Block Menu. Use the paddles to shape the size and proportion you want. A test pattern is seen in the center of the screen. It is centered so you may judge how it relates to all other parts of your design.

One paddle controls the height of the block, the other controls the width. The paddles must be turned so that the block is sufficiently high and wide to be seen. Otherwise, you will only see a spot or line at the right or upper portion of the screen.

Press the button on paddle (0) till you see the Block Menu. It will show the other choices in Block.

2. Move

Typing 'M' from the Block Menu will allow you, with the paddles, to move the block you have sized to any location on the screen.

Button (0) will take you back to the Block Menu.

3. Keep

Typing 'K' from the Block Menu allows you to make the block permanent on the screen. When 'K' is typed, three choices are displayed:

(F)ASTFILL (L)INEFILL
(D)OTS

Fastfill

Typing 'F' for Fastfill will display the possible color choices. At this point, make your color choice and you will see the block on the screen displayed in that color. Mixed color choice is not possible from Fastfill.

Linefill

Typing 'L' for Linefill will display the color choices. Linefill allows you to choose a separate color for each line and produce color mixes. To do this, make your first color choice mixed, then type the number of color slots you wish to fill (1 to 10). Next, choose a color for each slot. When the block is drawn, each line will be colored in the order of the slots. After the last color, the colors are repeated again in the same order till all lines are filled.

Dots

When typing 'D' for Dots, you will be asked how many dots you want. You may have any number of dots you wish. Type an integer followed by a carriage return. The dots will be output at random in the boundaries of the block you previously defined. Next, the color choices are displayed. Mixed choice may be used.

After your block is drawn, press carriage return and the Block Menu will be displayed. You may then continue with your choices. These instructions might sound complicated, but Block is actually rather simple to use and will produce complex designs quickly. It is a good drawing procedure to use in the beginning to become familiar with the system.

4. Wait

Typing 'W' for Wait will allow you to keep an image on the screen for as long as you wish. It seems advisable to slow the Redraw of Block in places to allow time to see significant images. 120 Wait units is about equal to a second.

To return to the Draw Menu, type 'Q' from the Block Menu.

Spot

Spot is a procedure which draws on the screen with successive series of dots. It will draw soft lines and shade in areas of any size. One paddle controls horizontal movement, and the other controls vertical movement (like an Etch-A-Sketch game). Try the paddles in each hand till you find the way which best suits you.

Typing 'S' for Spot from the Draw Menu displays a Size request. Give any integer from 1 to 100 followed by a RETURN. One would make a thin line, and 100 would fill the screen. The next message asks what density. The integer you type determines how many dots will be in the area you just sized. Next, you will choose the color or colors. When you have completed your color choices, you will see a cursor on the screen. Move it to where you want the dots to start and press button (1). Now, when you move the paddles, a trail of dots will follow. Move them slow enough to allow time for the dots to output. This will vary depending on how many dots you asked for. Press button (0) to end the procedure.

Memory Check

Typing 'M' for Memory Check from the Draw Menu will show how much of the storage available for your design choices has been used. Check memory frequently to see the space you have left for your design. If you run out of space, you will be warned by a message on the screen in time to keep your design. If you wish to continue your design after you have used the allotted space, you can start a new design drawn on top of the previously stored design. This new design can be stored separately and can always be redrawn on top of the first one. There will be a short 8 second delay in the drawing of the first and second design.

Wait

The procedure Wait allows you to delay an image on the screen. 120 Wait units seem equal to about a second.

Quit

Typing 'Q' for Quit from the Draw Menu will return you to the First Choice Menu.

EDIT MENU

Typing 'E' for Edit will display the Edit Menu:

(A)RRAY VALUES	(L)INK
(F)IX CONTINUE	(D)ESIGN NAMES
(R)EPLACE DATA	(Q)UIT
(E)RASE BEGINNING	

Array Values

This procedure shows the values of the current position of the array pointers for the current design. It then allows you to see the values at any position in the arrays. This information can be helpful if you're trying to correct a problem in the files as this data can be changed through the procedure Replace Data. It is not advisable to change this data unless you are certain of what you are doing.

Fix Continue

Typing 'F' for Fix Continue can be used if you forgot to type 'C' for continue in the First Choice Menu when you were continuing a saved design. If you discover after keeping a design that the section you just added does not Redraw, then typing 'E' and then 'F' will save the new segment. This must be done immediately after the first section stops redrawing, and after you have pressed the carriage return to display the First Choice Menu. If Fix Continue works properly, you will see the message 'YOU MAY CONTINUE AFTER REDRAW IS COMPLETE' (Fix Continue removes the 'K' in the array that stopped Redraw).

Replace Data

This procedure allows you to replace data in the arrays that store the drawing choices made when creating designs. The procedure Array Values can be used to see the original data. This is usually an emergency measure and should be done only if you know what will happen.

Erase Beginning

This procedure allows you to erase the beginning segment of a design.

1. Keep the design.
2. Redraw the design, and while it is redrawing, stop it by typing 'E' at the beginning of the section that you wish to save. The design will stop as soon as possible to allow Erase Beginning. If it did not stop soon enough, redraw it again and type 'E' sooner. You will have to accept some point where 'E' stops Redraw.
3. You are now stopped in the Interrupt Menu. Type 'F' for First Choice Menu, 'E' for Edit, and 'E' for Erase Beginning.
4. The procedure Erase Beginning will ask for the name of the segment which you are saving, and the design number where you want it kept. After it is kept you will be returned to the Edit Menu.

The only way Erase Beginning will work is when the Redraw of a design has been stopped by typing 'E', and the steps outlined here have been followed. Erase Beginning will work only from points where you were in the Draw Menu. If you make a design all from one drawing procedure without ever returning to the Draw

Menu, there will be no point at which Erase Beginning will be possible.

Link

This procedure enables any designs or design segments on file to be placed in the same design. This is possible only to the limits of space in the arrays. When the array limits are reached, the rest of the design being added is truncated. If larger designs are to be added together, it must be done by keeping them as separate designs and playing them on top of one another.

Link displays the list of designs on file, asks for the number of the design segments to be added, and when the segment has been added, returns to the Edit Menu. Quitting the Edit Menu allows the new segment just added to be drawn, after which the combined design must still be saved by using Keep from the First Choice Menu.

The design to which the new segment is to be added is assumed to have just been redrawn to its end before Edit and Link are called. If you are adding an end segment to a design you are presently working on, you must keep it before going to the Edit Menu and linking the end segment.

The last character stored from any design is 'K'. This is because 'K' is typed to keep the design from the First Choice Menu. When a design is redrawn, this same 'K' indicates the end of the design and signals Redraw to stop. When linking two designs, the 'K' at the end of the first segment must be removed. Link automatically removes the last character of the first segment. If, however, there are two 'K' characters at the end, then only one is removed by Link, and the other 'K' would have to be removed by Replace Data. If a character not used in the First Choice Menu is substituted, the program will pass it and Redraw will not be stopped.

If there is not enough room for the added segment and it is truncated, there will be no 'K' at the end. In this case, stop Redraw by typing 'I' before the Redraw terminates. Then type 'D' for Draw from Interrupt, go to Keep at the First Choice Menu, and save the design.

Use Link carefully and it will work well. If you have problems, they are likely caused by a double 'K' or a missing 'K' at the end of the segments you are working with.

Design Names

Typing 'D' for Design Names asks you to choose Program Disk or Other Disk, then the designs on the chosen disk are listed. You are then returned to the Edit Menu. This is a convenience when you want to see the Design Names, but don't want to Redraw or Keep. This procedure can be used from a one disk system to read Design Names from an outside disk. To do this after selecting Design Names and then Other Disk, switch the Other Disk for the Program Disk. Then give the correct disk and file name (without '-NMS' or 'DTA'), press the carriage return and the designs will be listed. Then replace the Program Disk.

Quit

Typing 'Q' from the Edit Menu will return you to the First Choice Menu.

INTERRUPT MENU

While a design is being redrawn, the Interrupt Menu is entered by typing 'I' for Interrupt or 'E' for Erase Beginning. The choices available are explained in the next section under Editing Procedures.

Editing Procedures

The best system for editing is to correct a mistake when it first happens. This can be done in the following way.

1. Keep your design.

2. Redraw it and type 'I' just before the part you want to change. The Redraw will stop as soon as possible, and you will be in the Interrupt Menu. Type 'D' for Draw, and the program will be back in draw mode so that you can continue working without the section you want changed. When the program is back in draw mode, you must determine exactly what procedure you're in and use the proper controls.

You can delete the last part of any design this same way. After you have stopped the Redraw by typing 'I' and then 'D', you can go to the First Choice Menu and keep it again, therefore keeping only the first part of the design.

NOTES

Most user inputs have been protected from errors which will blow the system. However, it is possible if you try or perhaps even if you don't try. Mostly, improper numeric input can cause problems. If something goes wrong, you will have to start the program or the whole system over again. Hopefully, you will have previously saved your design.

When your design has used all but 9 of the integer allocations, all but 9 of the char allocations, or all but 4 of the boolean allocations, a message will be displayed on the screen telling you to save your design. To continue the program en route to Keep, you will have to choose textmode or grafmode. Your choice will depend on where the program was just before it stopped.

Color is a little limited, but it is certainly interesting and has great esthetic potential. Experiment with the colors and accept the peculiarities of the system. Color mixing is of the additive system, so green and orange stripes make yellow, and orange and violet make red (magenta). All colors are output in the same value so you have to add black or white to shade or to produce value contrasts. This can be done with stripes or dots which mix black or white with the main colors. Both black and white backgrounds allow you to draw fairly clean lines in any color on them. Colored backgrounds create rather chunky effects when other colors are drawn on them. Number 1 white is really a mixture of light colors, but produces the thinnest line. The other whites and blacks have their own peculiarities. Try them out. Certainly the bright glowing quality of these colors is exciting to work with.

APPENDIX A

SETTING UP THE APPLE II SYSTEM

This appendix includes a list of the equipment you'll need to use the programs on your Apple II. You do not need to read all the manuals, but they should be on hand to answer questions that may arise in operating the equipment (e.g., how to boot a diskette).

In order to be able to provide Special Delivery Software at a lower cost, the disks have been copy protected.

Artist Designer is written in Apple Pascal. To use the program, you'll need the following equipment:

- o an Apple II or an Apple II Plus with 48K bytes RAM and the Apple Language System;
- o a Color Video Monitor or Color Television;
- o an Apple Disk II with Controller (16-Sector PROMs).

For reference, you should have on hand a copy of the following manuals:

- o This Manual (A User's Guide to the Programs);
- o an Apple II BASIC Programming Manual (Setting up the Apple II);
- o an Apple Pascal Reference Manual.



ARTIST DESIGNER

C2H0004 MASTER

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10260 Bandlely Drive
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